

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device, wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side[[,]] :

designation of instructions for an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, a selection of bunting or hitting as said offensive action is accomplished by a button

operation of said pointing device, and designation of instructions for
bunting for both:

alteration of a height of the bat character from
one displayed position to another displayed position
within an area defined by an upper limit and a lower
limit of the strike zone; and

an orientation of the bat character;

is accomplished singly by the moving operation of said pointing
device based on a moving amount and a moving direction of the
pointing device in cases where bunting is selected as the offensive
action of said batting character;

~~changing the height of the bat character and displaying a corresponding~~
~~change~~ vertical movement effecting movement in vertical positioning of the bat
character from said one displayed position to said another displayed position within
the strike zone displayed on the monitor screen according to the received instructions
regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

2. (Original) The computer readable recording medium according
to claim 1, wherein said pointing device has at least two buttons including a first

button and a second button, and said selection of bunting or hitting is accomplished by performing different button operations on said first button and second button.

3. (Canceled)

4. (Previously Presented) The computer readable recording medium according to claim 1, wherein the operation regarding the alteration of the height and the orientation of said bat character is received after the pitching action of the pitcher character is initiated.

5. (Previously presented) The computer readable recording medium according to claim 1, wherein the degree of success of a batting action is judged in accordance with the degree of overlap of said bat character and said ball character and the orientation of said bat character when said bunting is selected.

6. (Previously presented) The computer readable recording medium according to claim 1, further comprising the steps of setting parameters that define abilities for each batter character of said game player's team, and changing said parameters in accordance with batting results and pitching results.

7. (Currently Amended) A game server which can be accessed from a computer operated by a game player via a network, said game server including a computer readable recording medium which records a game progress control program to control a progress of a baseball game in which and a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device, wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side[[,]] :

designation of instructions for an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, a selection of bunting or hitting as said offensive action is accomplished by a button operation of said pointing device, and designation of instructions for bunting for both:

alteration of a height of the bat character from
one displayed position to another displayed position
within an area defined by an upper limit and a lower
limit of the strike zone; and

an orientation of the bat character;

is accomplished singly by the moving operation of said pointing
device based on a moving amount and a moving direction of the
pointing device in cases where bunting is selected as the offensive
action of said batting character;

~~changing the height of the bat character and displaying a corresponding~~
~~change~~ vertical movement effecting movement in vertical positioning of the bat
character from said one displayed position to said another displayed position within
the strike zone displayed on the monitor screen according to the received instructions
regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

8. (Currently Amended) A game progress control method for controlling a
progress of a baseball game in which a game player's team and a computer-controlled

team or competitor's team alternately play offense and defense via a ball character used as a game medium, the game progress control method comprising the steps of:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a pointing device, wherein in said receiving step[[,]] :

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said pointing device when the game player's team is the defensive side[[,]] :

designation of instructions for an offensive action of a batter character is accomplished by the operation of said pointing device when the game player's team is the offensive side, a selection of bunting or hitting as said offensive action is accomplished by a button operation of said pointing device, and designation of instructions for bunting for both:

alteration of a height of the bat character from
one displayed position to another displayed position
within an area defined by an upper limit and a lower
limit of the strike zone; and

an orientation of the bat character;

is accomplished singly by the moving operation of said pointing device based on a moving amount and a moving direction of the pointing device in cases where bunting is selected as the offensive action of said batting character;

~~changing the height of the bat character and displaying a corresponding~~
~~change~~ vertical movement effecting movement in vertical positioning of the bat character from said one displayed position to said another displayed position within the strike zone displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

9. (Canceled)

10. (Currently Amended) The computer readable recording medium according to claim [[2]] 1, wherein:

said pointing device is a mouse; and

said receiving input of contents of instructions are based on a moving operation and a button operation made by the game player on [[a]] said mouse, wherein in said receiving step, said designation of instructions for said pitching action of said pitcher character is accomplished by the operation of said mouse when

the game player's team is the defensive side, said designation of instructions for said offensive action of said batter character is accomplished by the operation of said mouse when the game player's team is the offensive side, and said selection of bunting or hitting as said offensive action is accomplished by [[a]] said button operation [[of]] being performed on said mouse.

11. (Currently Amended) A computer readable recording medium in which a game progress control program is recorded to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:

displaying a game image including a plurality of characters, a bat character and a strike zone on a monitor screen of a computer;

receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a mouse having at least two buttons including a first button and a second button, wherein in said receiving step [[,]]:

designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said mouse when the game player's team is the defensive side~~[[,]]~~ ;

designation of instructions for an offensive action of a batter character is accomplished by the operation of said mouse when the game player's team

is the offensive side, and a selection of bunting or hitting as said offensive action is accomplished by different button operations on said first and second buttons of said mouse ~~[[;]]~~ , and designation of instructions for bunting for both;

alteration of a height of the bat character of the bat character from one displayed position to another displayed position within an area defined by an upper limit and a lower limit of the strike zone; and

an orientation of the bat character;

is accomplished by the moving operation, including a moving amount and a moving direction, of said mouse in cases where bunting is selected as the offensive action of said batting character;

~~changing the height of the bat character and displaying a corresponding change~~ vertical movement effecting movement in vertical positioning of the bat character from said one displayed position to said another displayed position within the strike zone displayed on the monitor screen according to the received instructions regarding the alteration of the height of the bat character; and

progressing a baseball game based on the input made by the game player.

12. (Currently Amended) The ~~[[A]]~~ computer readable recording medium according to claim 1, wherein: ~~in which a game progress control program is recorded~~

~~to control a progress of a baseball game in which a game player's team and a computer-controlled team or competitor's team alternately play offense and defense via a ball character used as a game medium, said game progress control program allows a computer to perform the steps comprising:~~

~~said displaying [[a]] said game image includes displaying including a plurality of characters, a meet contact position cursor and a strike zone on a monitor screen of a computer~~, wherein the contact position cursor indicates a position through which a bat swing is calculated;

~~said pointing device is receiving input of contents of instructions based on a moving operation and a button operation made by the game player on a mouse having at least two buttons including a first button and a second button , wherein in said receiving step, _;~~

~~_____ designation of instructions for a pitching action of a pitcher character is accomplished by the operation of said mouse when the game player's team is the defensive side,~~

said receiving includes:

said designation of instructions for [[an]] the offensive action of [[a]] the batter character [[is]] being accomplished by the operation of said mouse when the game player's team is the offensive side, and

said [[a]] selection of bunting or hitting as said offensive action [[is]] being accomplished by the operation of said mouse [[:]]
, and

designation of instructions for hitting for alteration of a position of the ~~meet~~ contact position cursor ~~, including both a~~ from one displayed position to another displayed position within an area defined by an upper limit and a lower limit of the strike zone and an orientation, is being accomplished by a single moving operation of said mouse, including both a moving amount and a moving direction, when the game player's team is the offensive side in such manner that the direction of movement and the amount of movement of the ~~meet~~ contact position cursor are determined in accordance with the direction and amount of movement corresponding to the single operation of the mouse; and

said displaying includes ~~changing the position of the meet cursor and displaying a corresponding change in vertical positioning movement of the meet contact position cursor from said one displayed position to said another displayed position~~ within the strike zone displayed on the monitor screen according to the received instruction regarding the alteration of the position of the meet cursor, and

~~progressing a baseball game based on the input made by the game player.~~

13. (Canceled)

14. (New) The computer readable recording medium according to claim 1, the program further comprising the step of displaying an arrow above the bat character indicating a direction of a bunt executed by said offensive action.

15. (New) The computer readable recording medium according to claim 14, the program further comprising the step of displaying the bat character moving at a speed proportional to a speed of the moving operation.

16. (New) The computer readable recording medium according to claim 15, the program further comprising the step of displaying the bat character moving at a speed proportional to a speed of the moving operation.

17. (New) The computer readable recording medium according to claim 12, wherein a size of the contact position cursor, displayed on the monitor, varies according to an ability parameter of the batter character.

18. (Currently Amended) The computer readable recording medium according to claim 1, wherein:

said displaying said game image includes displaying a contact position cursor, wherein the contact position cursor indicates a position through which a bat swing is calculated;

said receiving includes:

designation of instructions for hitting for alteration of a position of the contact position cursor from one displayed position to another displayed position within an area defined by an upper limit and a lower limit of the strike zone being accomplished by a single moving operation of said pointing device, including both a moving amount and a moving direction, when the game player's team is the offensive side in such manner that the direction of movement and the amount of movement of the contact position cursor are determined in accordance with the direction and amount of movement corresponding to the single operation of the pointing device;

said displaying includes displaying a corresponding movement of the contact position cursor from said one displayed position to said another displayed position within the strike zone displayed on the monitor screen according to the received instruction regarding the alteration of the position of the meet cursor.

19. (New) The computer readable recording medium according to claim 18, wherein said pointing device inputs the movement direction over a substantially continuous range.

20. (New) The computer readable recording medium according to claim 19, wherein a size of the contact position cursor, displayed on the monitor, varies according to an ability parameter of the batter character.

21. (New) The computer readable recording medium according to claim 18, wherein a size of the contact position cursor, displayed on the monitor, varies according to an ability parameter of the batter character.

22. (New) The computer readable recording medium according to claim 21, the program further comprising the step of displaying a small screen in an upper center screen portion displaying a side of the batter character from a viewpoint of the pitcher character.

23. (New) The computer readable recording medium according to claim 1, the program further comprising the step of displaying a small screen in an upper center screen portion displaying a side of the batter character from a viewpoint of the pitcher character.